IHRA MOTORSPORTS

PROFESSIONAL DRAG RACING 2005

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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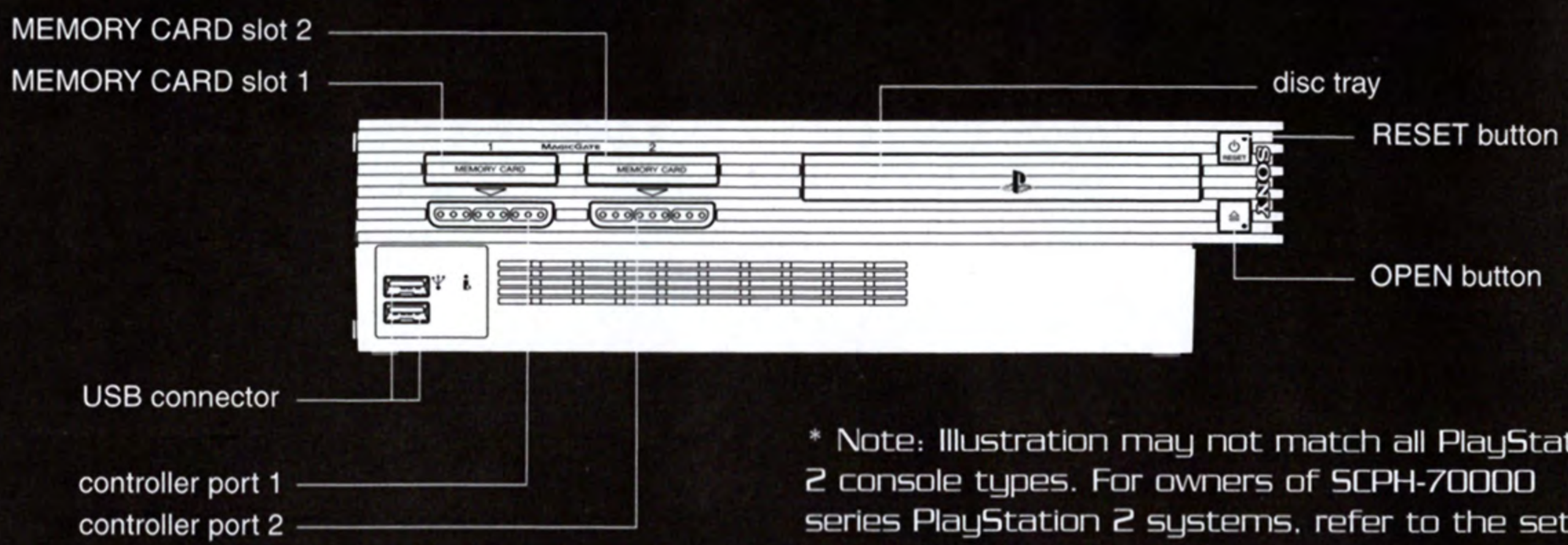
GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **IHRA Professional Drag Racing 2005** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

IHRA Professional Drag Racing 2005 is best played with the analog controller (DUALSHOCK®2 analog controller). Before starting play make sure you have an analog controller (DUALSHOCK®2 analog controller) inserted into controller port 1. Do not insert or remove controller or accessories when the power is turned on.

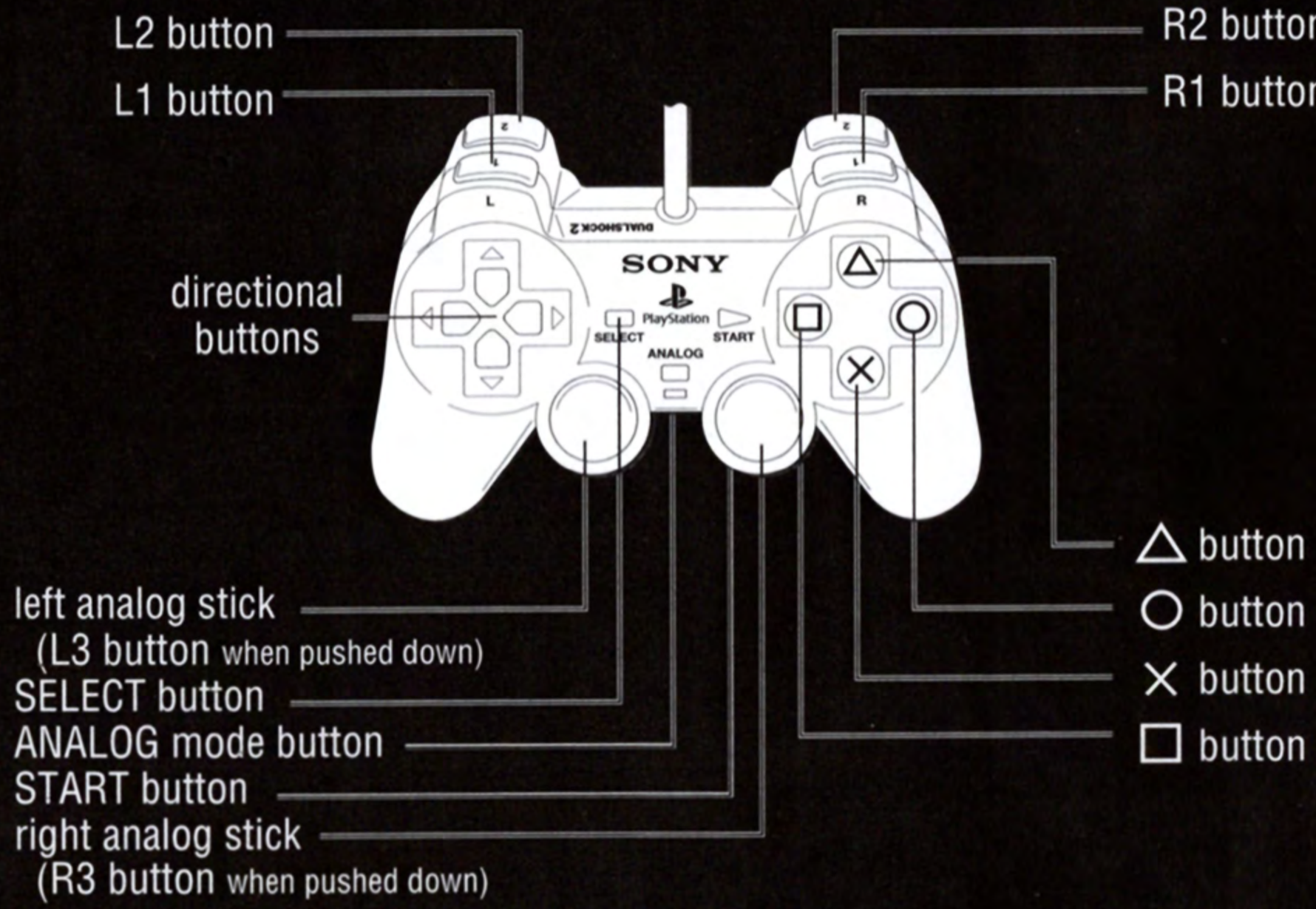
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

Default controls for ***IHRA Professional Drag Racing 2005***:

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TAKE CONTROL

Steer Left/Right	**Left analog stick**
Accelerate	**R1 button**
Brake	**L1 button**
Shift Up	**L2 button**
Shift Down	**R2 button**
Reverse	**⊗ button**
Handbrake	**◎ button**
Change View	**△ button**
Pause Menu	**START button**

STARTING THE GAME

From the Play Game menu you can choose to go straight to the action via Arcade, practice your reaction times with the Mini-Game, or delve into Simulation, which allows you to start a simulated career as an IHRA driver.

Selecting Arcade will allow you to select a difficulty level, car, and track and get right to the action in the quickest amount of time. You don't earn money or upgrade your car in arcade mode, but the best times are saved for each track so you can compete against your own time or the best time of your friends.

Selecting Simulation will allow you to begin a simulated career as an IHRA race driver. You will be required to earn your license before you can purchase a car and begin your career. Once you have purchased a car from the dealership, the garage is available to purchase new parts, customize the look of your car, and tune your car, and then take it for a test run on the practice track.

Becoming a professional driver isn't easy, so be sure to spend time tuning your car and racing individual races or events before trying to conquer the season mode. Every race you win in simulation mode will earn you money that can be used to purchase new parts and upgrade your car to better compete against the pro drivers.

Once you do begin a full season, you will be able to track your earnings and awards, as well as other special items, in the trophy room.

So whether you're a die-hard drag racing fan, or you just love the thrill of driving an 8000 horsepower car down a track at 300 MPH, ***IHRA Professional Drag Racing 2005*** has something for everyone.

OPTIONS

Sound:
The audio, music, and track announcer volume levels can each be adjusted individually by accessing this screen. Select the sound type you wish to adjust and press left/right using the ⇦ and ⇨ **directional buttons** to raise/lower the volume level. Sound levels can also be adjusted while on the racetrack by pausing the game (**START button**) and selecting Options from the pause screen.

Settings:

Difficulty:
Affects how well the computer drivers race in simulation mode. As difficulty increases, the AI opponents will react better and with fewer mistakes. Easy difficulty features AI opponents with slower reaction times who are more likely to red light or crash and become disqualified. Harder difficulty features drivers that drive like the pros.

Sound:
Select Stereo or Mono Sound

Autosave:
Turn this option off if you do not wish to have your progress automatically saved.

Shift:
Select manual or automatic shifting.

Cockpit:
With this option ON the player's default view will automatically switch to an in-car perspective once the player and opponent car are fully staged. This perspective is not available during the burnout or staging parts of the race. Turning this OFF will set the default camera to a third-person perspective behind and slightly above the car.

Vibration:
Toggle the DUALSHOCK®2 vibration function on/off.

Controller:
Three DUALSHOCK®2 controller configurations are available to play the game with. You can view the available configurations by using the ⇦ and ⇨ **directional buttons**. Press the ⊗ **button** to select the configuration you wish to use.

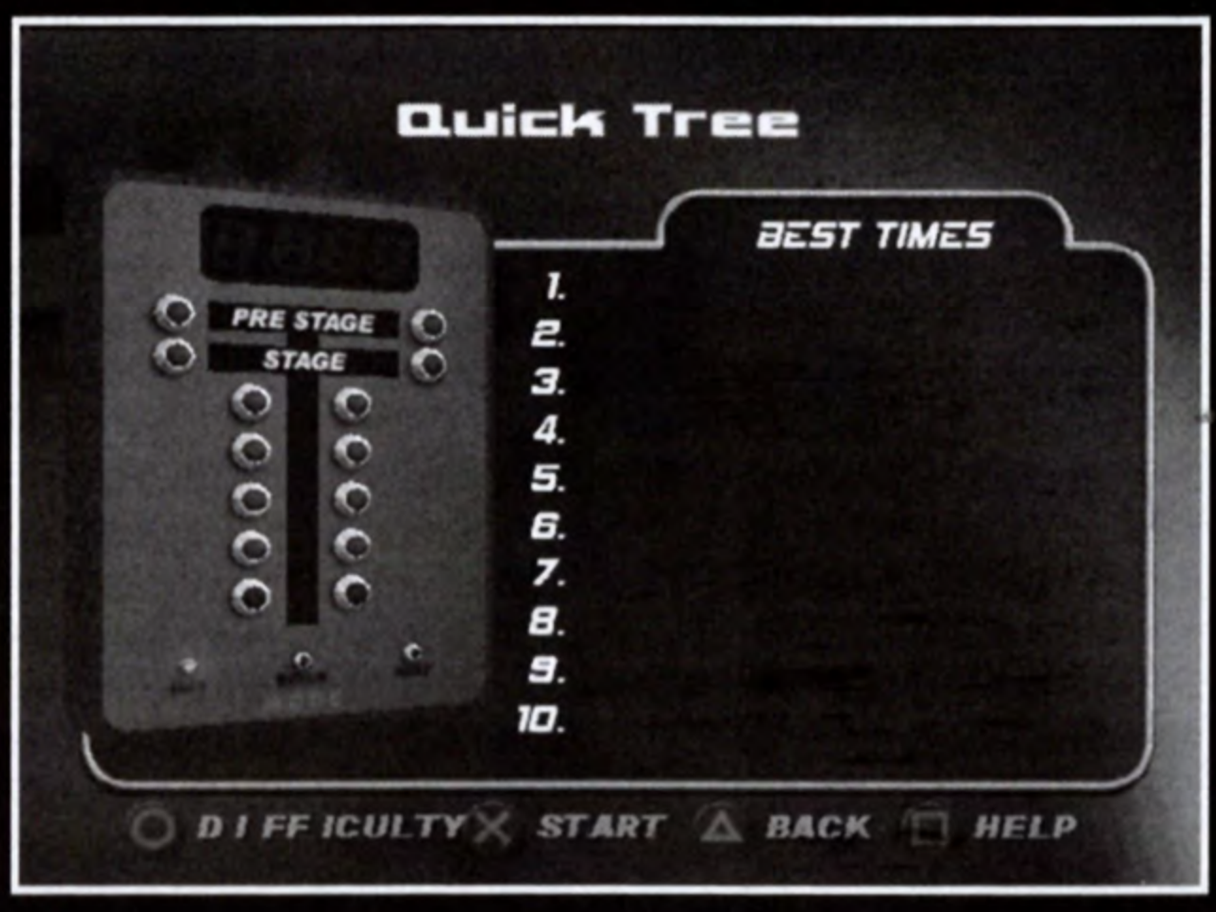
Save:
IHRA Professional Drag Racing 2005 is an autosave game and, by default, will automatically save your progress and settings. If you wish to disable autosave in the options, be sure to save your game frequently by selecting save from the new game screen.

While playing through the game with autosave turned on, your progress will be saved after exiting arcade mode to the main menu, after leaving the garage, and at the completion of an event in simulation mode. If you decide to quit the game at any time when your recent progress has not been saved it is suggested you return to the main menu and save the game with the save menu selection.

GAME MODES

Mini-Game:

The Quick Tree mini-game is a replica of timer boxes used by professional drivers to practice reaction times. There are three difficulty levels designed to match Amateur, Pro-Am, and Professional level racing. The 10 best reaction times are saved for each difficulty level so you can always come back and try to beat your best time.



Arcade:

Arcade mode is designed so you can get right in and race a pro car without having to spend lots of time in the garage tuning your vehicle. The cars available here are fast and offer a taste of professional drag racing at its best. When you first race in arcade mode, many cars and tracks are unavailable. As you play through the simulation mode, you will unlock additional cars and tracks to race in arcade mode.

Number of Players:

After choosing to play the Arcade mode you will have the option of playing a Single Player race against AI drivers or against a friend in Split Screen mode. In both modes timecards are provided at the end of the run. The top 10 best Elapsed Times for each race location are tracked and can be viewed at any time from the track select screen.

Difficulty:

Easy: Full tree and easy AI opponents.
Medium: .500 Pro tree and challenging AI opponents
Hard: .400 Pro tree and professional level AI Opponents

Easy difficulty features opponents with slower reaction times who are more likely to red light or crash and become disqualified while harder difficulty features drivers that are more likely to drive like the pros.

Class Select:
After selecting the number of players and the difficulty, you will be able to choose the class of car you wish to race. Pro Stock, Pro Mod, Funny Car, and Top Fuel class cars are all available to race. Press the ⇦ and ⇨ **directional buttons** to select a class and press the ⊗ **button** to confirm your choice.

Car Select:
After choosing the class of car you wish to race, you must select the car you will use for the race. Press the ⇦ and ⇨ **directional buttons** to select a car and press the ⊗ **button** to confirm your choice.

Track Select:
Once you have selected the car you wish to drive, select a track to race on from the 11 officially licensed tracks from the 2004 IHRA season. Press the ⇦ and ⇨ **directional buttons** to select a track and press the ⊗ **button** to confirm your choice. You can change the time of day for the race to take place by pressing the ⇧ and ⇩ **directional buttons**. Pressing the ◎ **button** will take you to the list of 10 best times for the track you have selected.

Split Screen:
When playing a two-player split screen game, both controllers are active during difficulty, car class, and track selection. When selecting the car to be used during the race, the first controller to select a car by pressing the ⊗ **button** becomes Player 1 and races in the left lane (lane 1). The second controller then becomes Player 2 and will race in the right lane (lane 2).

Race Results Screen:
Once the race is completed the Timecard for the race will be displayed.

race results

	Gahm (Winner)	Montecalvo (lane 2)
Wins	1	-
Elapsed Time	00:06:887	00:06:398
Difference	-	-
Trap Speed	205.20	202.04
Reaction Time	00:00:372	00:01:284
60FT Time	00:01:086	00:00:920
60FT Speed	59.84	70.64
1/16 Mile (330 Time)	00:03:009	00:02:643
1/16 Mile (330 Speed)	123.96	132.07
1/8 Mile (660 Time)	00:04:537	00:04:098
1/8 Mile (660 Speed)	165.64	174.22
1000FT Time	00:05:796	00:05:320
1000FT Speed	192.81	196.27
Roll Out Time	00:02:156	00:03:067
0-60MPH Time	00:01:105	00:00:734
0-100MPH Time	00:02:157	00:01:596

Press START to Continue

If your time was good enough to be a top 10 times for the track you raced on, you will be taken to a screen to enter your name. After the race is complete, you may choose to race again or exit to the menu and select a new car class and track to race on.

The race results screen gives a breakdown on how your car performed at each stage of the race. The results are displayed in two columns. The left column represents the Left lane, the right column represents the Right lane.

Driver Name/Opponent Name:
Displays the player's name as entered in profile for the simulation mode. The player's name will always appear in the appropriate lane column when displaying the race results. If the player has raced in the right lane, the player name will appear in the right column and the opponent's race results will apear in the left and vice versa. During arcade mode, the name of the driver for the car you selected will be displayed.

Wins:
Number of wins for the current arcade game. Exiting to the main menu will reset this number.

Elapsed Time:
Observed time from the point the player left the starting line to the point the player crossed the finish line.

Difference:
The difference in Elapsed Time observered between the completed race and the Elapsed Time observed in a prior race (using the same vehicle).

Trap Speed:
Speed observed when crossing the finish line.

Reaction Time:
Displays the time elapsed between the green light illumation and breaking the beam at the starting line.

60ft Time:
Time elapsed since the intial start beam was broken and crossing the 60ft marker.

60ft Speed:
Observed speed of the player car when crossing the 60ft marker.

1/16th Mile (330) Time:
Time elapsed since the intial start beam was broken and the player crossing the 1/16th marker.

1/16th Mile (330) Speed:
Observed speed of the player car when crossing the 1/16th mile marker.

1/8th Mile (660) Time:
Time elapsed since the intial start beam was broken and the player crossing the 1/8th marker.

1/8th Mile (660) Speed:
Observed speed of the player car when crossing the 1/8th mile marker.

1000 ft Time:
Time elapsed since the intial start beam was broken and the player crossing the 1000 ft marker.

1000 ft Speed:
Observed speed of the player car when crossing the 1000 ft marker.

Roll Out Time:
Term to describe the distance from the point that your vehicle "breaks" the staged (starting line) beam turning on the staged light, to the point (forward) that your vehicle allows the beam to reach the photo eye again.

0-60 MPH Time:
Time elapsed since the intial start beam was broken and the vehicle reaching 60MPH.

0-100 MPH Time:
Time elapsed since the intial start beam was broken and the vehicle reaching 100MPH.

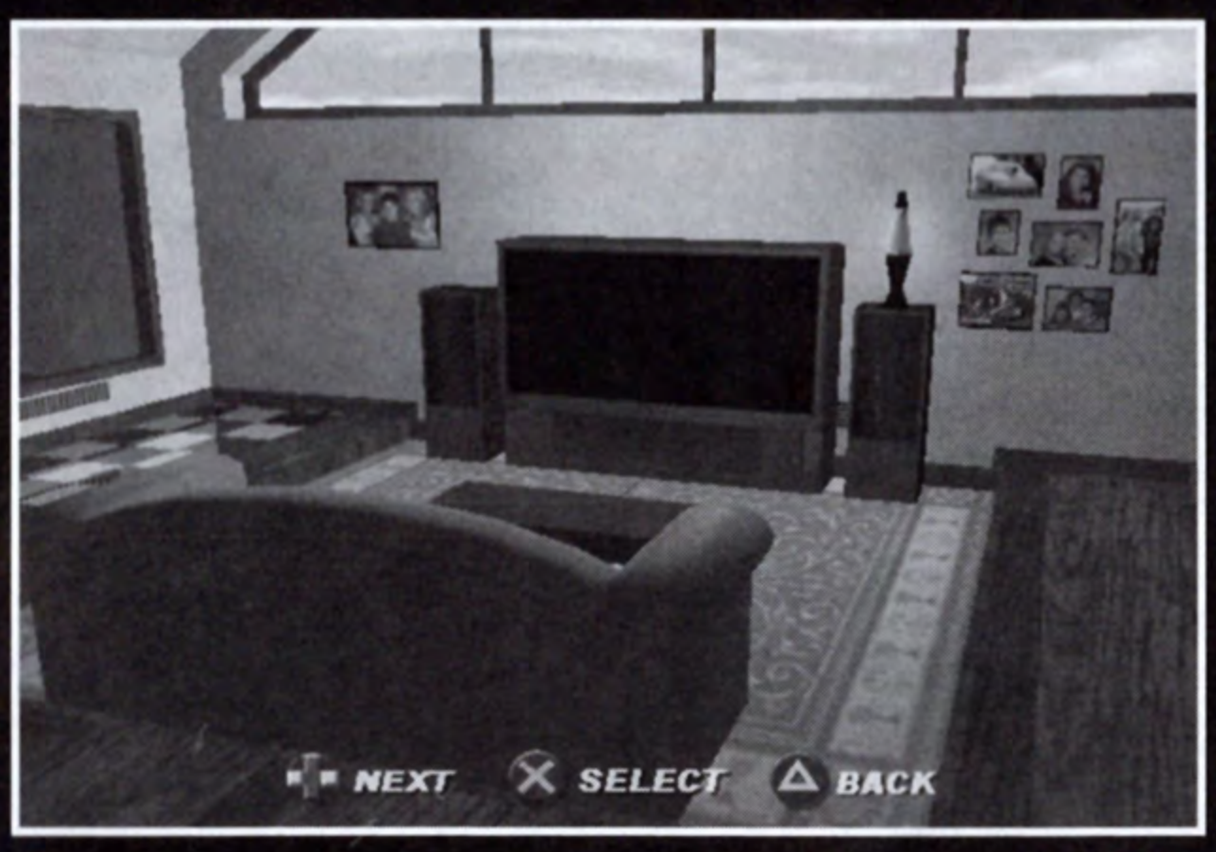
Simulation:

Player Profile:

This is where all your accomplishments and earnings are tracked and saved. The first time you play simulation mode you will need to create a new player profile by selecting a profile slot and entering your name. ***IHRA Professional Drag Racing 2005*** allows you to save up to four unique profiles. Select an empty profile slot and press the ⊗ **button** to enter your name. If there are no empty profiles, pressing the ◎ **button** will allow you to clear (delete) a profile you no longer wish to use.

Racing License:
Before you can purchase a vehicle from one of the four car classes in the dealership, you will need to earn your racing license for that class. Selecting Racing License will allow you to take a series of four tests that will help to teach you the basics of drag racing and ensure you are ready to face the pros.

Trophy Room:
This is where all your hard work and practice pays off. As you play through the simulation mode you will be awarded with plaques, trophies, and special items that can be viewed in your trophy room. Plaques, Iron Man trophies, and special unique trophy room unlockables are viewable by class and are tracked separately for each player profile.



PLAQUES – Plaques are awarded for winning first place in events.

IRON MAN TROPHY – This trophy is awarded for finishing first place in an event during a season.

PRO STOCK CHAMPION – This trophy is awarded when you have placed first in every event with a Pro Stock car.

PRO MOD CHAMPION – This trophy is awarded when you have placed first in every event with a Pro Mod car.

FUNNY CAR CHAMPION – This trophy is awarded when you have placed first in every event with a Funny Car.

TOP FUEL CHAMPION – This trophy is awarded when you have placed first in every event with a Top Fuel car.

RACE CALENDAR

Once you have earned a license and purchased a car in the dealership, you're ready to start your career in ***IHRA Professional Drag Racing 2005***. Initially your car will not be powerful enough to compete against the pros in a complete event or full season, so you will want to start off by racing several single races. As your drag racing skills improve and you are able to beat a few pros you will begin to earn money that you can use in the garage to purchase new parts for your car.

Single Race:
A single race is a single elimination round against a random pro. The pros in single race mode are not as hard to beat as the pros in the events, but the money earned for beating them isn't as good either.

The rewards and challenges differ from track to track.

Events:
Once you have beaten several pros in single races and purchased a few upgrades for your car, you will be ready to and take on the pros in a single event.

Each event in simulation mode consists of two qualifying rounds and a three round elimination stage. During the qualifying rounds players are competing to obtain their best elapsed time and advance to the eliminations round. After the second qualifying round, the best time for each driver is kept and the drivers are ranked based on their ET (Elapsed Time). Only the drivers with a time in the top eight best times (lowest elapsed time) continue onto the elimination rounds.

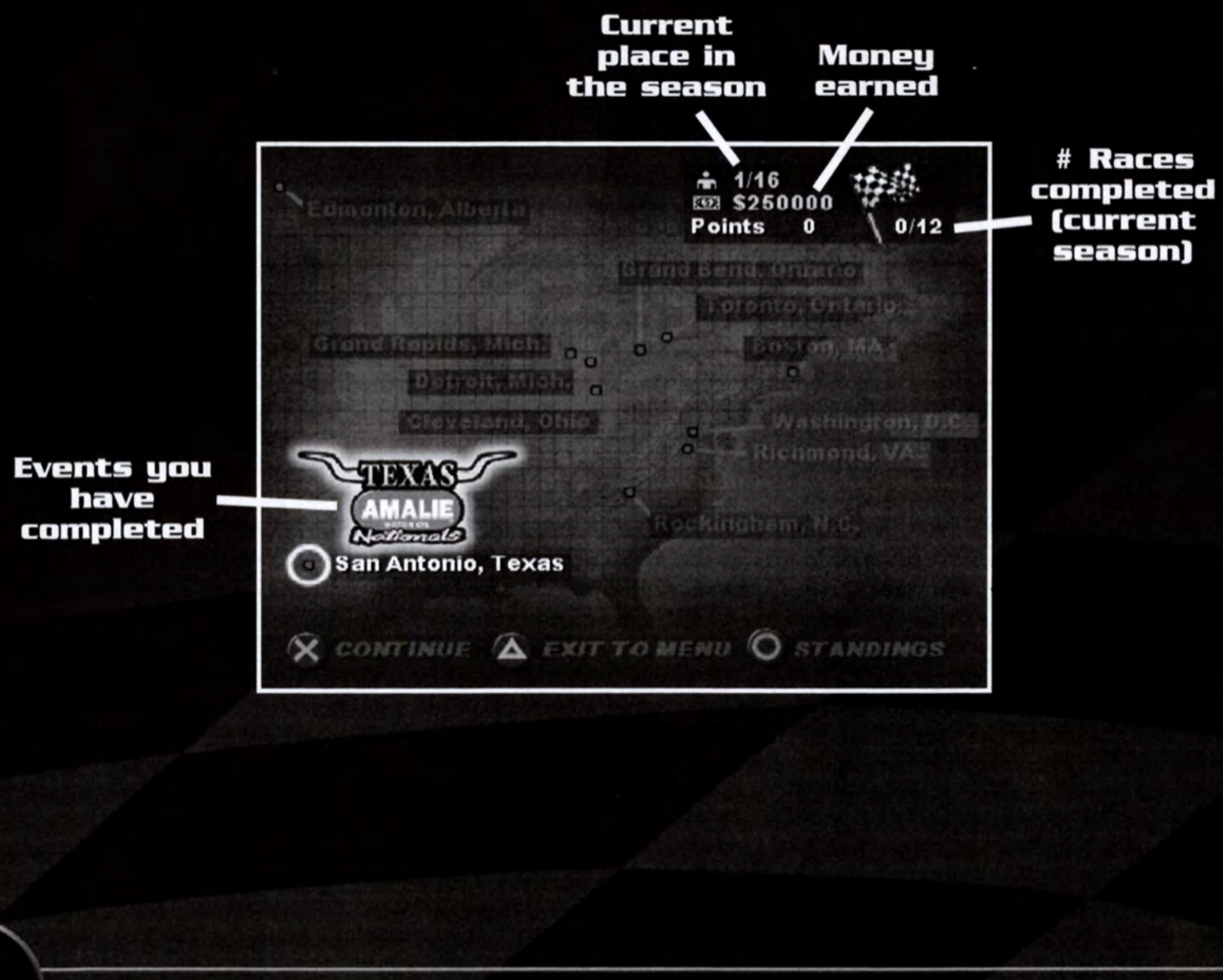
The elimination rounds are single elimination, with the winner of each race advancing to the next round of elimination. The winner of each elimination round race is the player to cross the finish line first.
If you have a quicker elapsed time but a slow reaction time and do not cross the finish line before your opponent, you lose the race and are eliminated from competition.

Money (used to purchase new cars in the dealership and parts in the garage parts store) is awarded at the end of each event based on your rank in the event.

As with the single race, events offer differing amounts of difficulty and monetary reward.

Season:
After you have raced several single races and events and spent some time in the garage purchasing parts and tuning your car, you should be ready to take on the pros in the full IHRA Season. Selecting Season from the Race Calendar screen will take you through all 12 events in the official ***IHRA Professional Drag Racing 2005*** season. In season mode the money earned for winning is greater and the competition is tougher.

Each event in a season also awards the drivers points based on their performance.



These points (Pro-points) are used to determine the standings during the season.

The standings can be accessed from the season map between events by pressing the ◉ **button**.

Points Breakdown after qualifying rounds:

1st	–	16 points	***9th***	–	8 points
2nd	–	15 points	***10th***	–	7 points
3rd	–	14 points	***11th***	–	6 points
4th	–	13 points	***12th***	–	5 points
5th	–	12 points	***13th***	–	4 points
6th	–	11 points	***14th***	–	3 points
7th	–	10 points	***15th***	–	2 points
8th	–	9 points	***16th***	–	1 point

Points breakdown after the elimination rounds:

Winner (1st place finish) – 90 points
Runner up (2nd place finish) – 70 points
Semi-Final (3rd, 4th place finish) – 50 points
Qtr Finals (5–8th place finish) – 30 points
9-16 place finish – 10 points.

Tip:
Season mode is the key to unlocking new cars and tracks in arcade mode. If you beat a pro in a race during a season event, that driver's car will become available to play in the games arcade mode. Placing first in an event will unlock that event's track in arcade mode.

AUTO DEALER

This is where you can purchase new cars to use in the simulation mode races. You will have to successfully complete a few seasons before you are able to purchase some of the more powerful cars.

Garage:

After purchasing a car in the dealership, you will want to take it into the garage and "make it your own." The garage allows you to customize the look and feel of your car, as well as take it for a spin on the practice track.

Vehicle Select/Sell – Selecting this option will allow you to switch to a different active car if you have more than one car in your garage. You may also sell any of your cars by pressing the ◉ **button**.

Buying Parts:

Purchase new parts to upgrade your car.

Tires:

Front

Front tires on dragsters help keep the car in the lane and under control.

Rear

Within the professional drag racing ranks, drag racing tires, or slicks, are massive, come in varied compounds and sizes, and are one of the most influential parts you can have when trying to extract that last bit of speed.

Engine:

Block

The core of the engine and one of the key factors in determining horsepower.

Cylinder Head

Adding a high-performance cylinder head can be key to improving performance as this controls intake and exhaust for the engine.

Carburetor/Injection

Carburetors mix the fuel with air and feed it to the engine.

Supercharger

A supercharger funnels air into the engine at an accelerated rate.

Nitrous Kit

The Nitrous Kit is reserved for the Pro-Mod class and restricted to Nitro ready engines. A Nitrous Kit delivers Nitrous Oxide to the engine, which adds a huge kick of performance during the race.

Transmission:

The transmission helps transfer the engine's power to the rear wheels. Each transmission offers a different rear gear and a range of gear sets that are accessible in the tuning shop.

Tuning:

The tuning area allows the player to tune various aspects of their car, including tire pressure, boost/nitro level, gear ratios, and steering.

Tire Pressure – increases or decreases the inflation of the tire. Lower pressure increases traction at the cost of a longer burnout. Higher pressure decreases traction, but will burnout quicker.

Steering – affects the minimum and maximum steering angle for the vehicle to improve the handling of the car. Maximum will result in broad steering changes at speed, where minimum will allow for tighter, more controlled steering input.

Gear Ratios – To better match the performance of the various engine components, several gear ratios are available for use in the tuning area. These are matched sets for the installed transmission and will offer either faster off the line performance and shifts, or faster top speeds. These are good to experiment with on the practice track whenever a new part has been purchased.

Fuel Flow – increase or decrease the fuel flowing to your engine.

Boost – increase or decrease the Boost Pressure for your engine.

Suspension – Increase or decrease the maximum or minimum downforce on the front or rear of the car. Use the ⇧ and ⇩ **directional buttons** to move the wheel slider up or down, and use the ⇦ and ⇨ **directional buttons** to change front to rear wheel sets. Altering these settings will help improve traction and stability in combination with the tire inflation.

PAINT SHOP

IHRA Professional Drag Racing 2005 features a paint shop that allows you to customize the look and feel of your car. Each body style has many multi-level paint schemes available as well as various decals to give your car its own unique look and feel.

Use the ⇧, ⇩, ⇦, and ⇨ **directional buttons** to move the on-screen cursor through the different paint layers, and to change the color of paint used for the selected layer.

Schemes – These are the different themes that control the overall look of the car.

Layer 1 – Base body color.
Layer 2 – Detail layer
Layer 3 – Detail layer
Layer 4 – Detail layer

Decals – Add or remove decal packages to your car.

PRACTICE TRACK

Once you have tuned and painted the car to your liking, take it for a spin on the practice track and test your adjustments.

Time of Day: Select the time of day to practice.

Staging on/off: Turn staging on/off for the practice track.

Humidity/Temperature: Adjusting the humidity and temperature levels for the practice track will enable you to see how your car responds to various weather conditions.

Weather

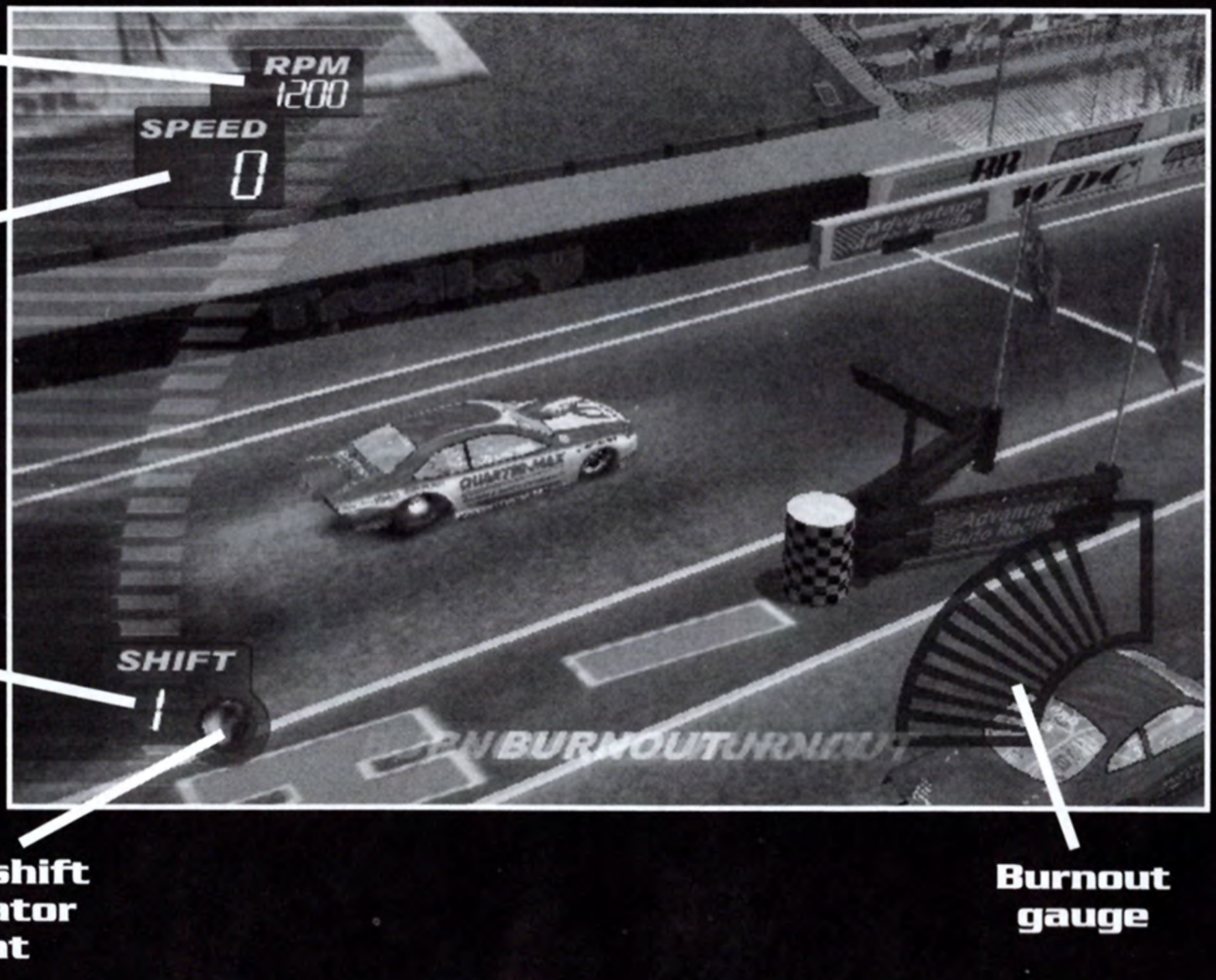
Weather conditions affect the performance of the vehicle. For example, engine performance and aerodynamics are affected by the density of the air.

Humidity: Humidity is a measure of the water vapor content of the air. A value of 100% means that the air is fully saturated and it is raining.

Temperature: This is the air temperature as measured at the entrance to the intake system.

THE RACE

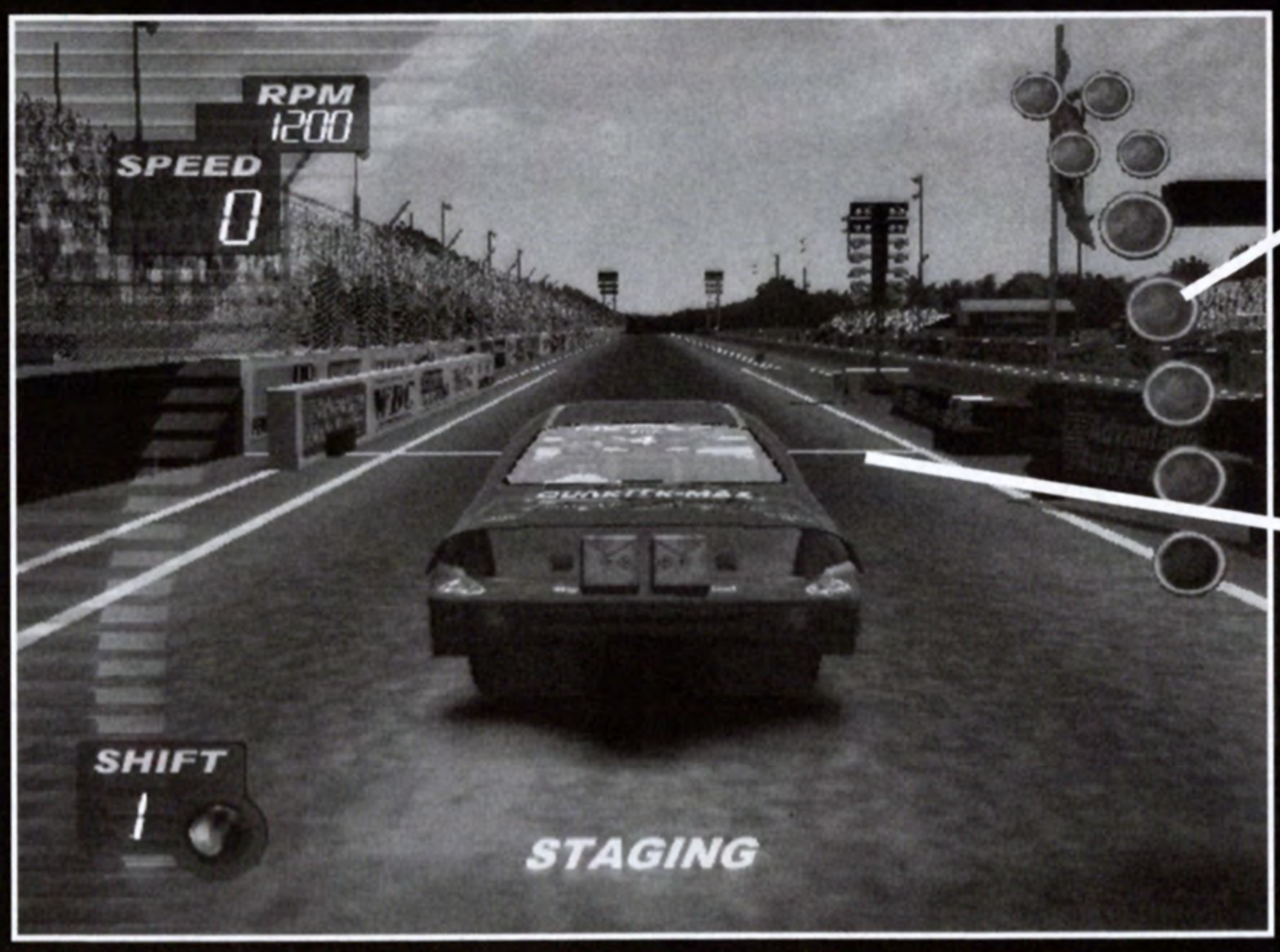
Each race consists of a series of steps to heat your car's tires and line up on the starting line. In ***IHRA Professional Drag Racing 2005*** these steps are noted by changes in camera angles and on screen gauges.



Burnout:

Before the race it is vital that the car's tires be heated to provide optimal traction. When the race begins each driver accelerates to drive the car through the wet box and wet their tires.

Once the tires are wet, the burnout gauge will be displayed. This gauge will indicate how hot your tires are when burning out. Hold the **R1 button** to accelerate until the large red area at the top of the gauge begins to flash red. This indicates your tires are heated and ready for the race. Your car will automatically back up to behind the starting line to allow you to stage your car.



Staging:
Once your tires are heated, it is time to stage your car.

Staging the car is achieved by driving the car forward until the top row of two yellow lights (Pre-Stage) and the second row of yellow lights (Stage) become illuminated. Once both rows of lights have been illuminated your car is staged and ready for the race to begin. This will be indicated by a change in camera angle and you will see the back of your car.

To change your camera view once you have staged your car, press the △ **button**. Once both cars in the race have staged, the Christmas tree will begin to light. When the green light becomes illuminated, accelerate and head for the finish line.

Pause menu:
Pressing the **START button** during a race will pause the game and bring up the pause menu.

Resume Race:
Continue with the race in progress.

Restart:
Reset the car and track.

Options:
Allows you to adjust the in-game sound effects/music and voice volume levels.

Crash Camera:
Turns on/off the slow-motion effect when the player's car crashes during a race.

Exit to Menu:
Quits the current race and exits to the previous menu.

Hints and Tips

While staging, holding the handbrake while accelerating, then releasing the handbrake when the light turns green will result in a quicker reaction time.

Stage in the same position each time. This will make the rollout distance predictable. A good way to do this is to slowly roll forward into the pre-stage beam, stop, and then roll very slowly forward into the stage beam. You should be very close to the same spot each time.

Crossing the centerline during a race will result in immediate disqualification.

When staging, do not drive outside of your lane – touching the wall or the opponent's car will result in disqualification.

Even if you win both races during the qualification rounds you will not advance to the elimination rounds unless your best qualification time is in the top eight for all competing drivers.

When staging, it is possible to continue to roll forward out of the pre-stage lights so that only the stage light is lit. This is called "deep staging" and there are both benefits and trade-offs to doing it. On the positive side, you are a few inches closer to the finish line and your roll out time will be shorter and thus your reaction time will be better. On the negative side, your E.T. will be slower because you will have less of a rolling start and will be leaving the start line at a lower speed. There are also some psychological advantages to deep staging that may distract your opponent just enough to give you the better reaction time and a win.

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Robyn, Luke and Erin Lafferty
for their patience
Julie DiAngelo
Joleen Reynolds
Teri and Zoe
Anthony for his artwork on
the walls, Dominic being a
happy baby and Colleen for
putting up with the long
hours

Additional Art Provided by Shadows In Darkness

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Rick Daniels
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PRO MOD: Mike Janis (Mike Janis Racing); Shannon Jenkins (Michael Cortellana); Mitch Stott (Mitch Stott Drag Racing); and Quain Stott (Quain Stott Racing).

FUNNY CAR: Rob Atchison (Erickson); Bunny Burkett (Bunny & Mo Burkett); Terry McMillen (Hoosier Thunder Motorsport); John Sullivan (Crazy Horse Racing); and Mark Thomas (Mark Thomas Racing).

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